



## INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

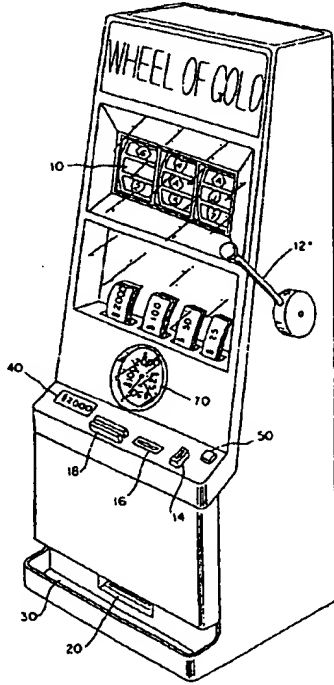
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| <b>(54) Title: GAMING UNIT WITH AN ADDITIONAL PAYOUT INDICATOR</b><br><b>(54) Titre: UNITE DE JEUX DE HASARD AVEC INDICATEUR DE BONIFICATION</b><br><br><b>(57) Abstract.</b><br><p>Gaming devices comprising a standard gaming unit (100), e.g., three reels (10), and a discernible additional payout indicator (40), e.g., a rotatable wheel. A preferred bonus payout indicator (150) is clearly visible by the player and is actuatable when the reels (10) of the slot machine stop on certain predetermined indicia. A preferred embodiment further comprises a payout multiplier (270) which displays a plurality of values by which a payout may be multiplied.</p> <b>(57) Abrégé</b><br><p>L'invention concerne des dispositifs de jeux de hasard comprenant une unité standard de jeux de hasard (100), par exemple trois rouleaux (10), et un indicateur de bonification apparent (40), par exemple une roue orientable. Un indicateur de bonification préféré (150), facilement visible par le joueur, peut être actionné lorsque lesdits rouleaux (10) de la machine à sous s'arrêtent sur un symbole prédéterminé. Dans un mode de réalisation préféré, les dispositifs susmentionnés comprennent également un multiplicateur de paiement (270) destiné à afficher différentes valeurs par lesquelles un paiement peut être multiplié.</p> |                  |  |

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| (21) International Application Number: PCT/US99/21296<br>(22) International Filing Date: 10 September 1999 (10.09.99)<br>(30) Priority Data:<br>09/157,996 22 September 1998 (22.09.98) US<br>(71)(72) Applicant and Inventor: ADAMS, William, R. [US/US];<br>7382 Nectar Circle, Las Vegas, NV 89117 (US).<br>(74) Agent: BURKE, Daniel, P.; Galgano & Burke, Suite 135, 300<br>Rabro Drive, Hauppauge, NY 11788 (US).  |  | (81) Designated States: AL, AM, AT, AU, AZ, BA, BB, BG, BR,<br>BY, CA, CH, CN, CU, CZ, DE, DK, EE, ES, FI, GB, GD,<br>GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP,<br>KR, KZ, LC, LK, LR, LS, LT, LU, LV, MD, MG, MK,<br>MN, MW, MX, NO, NZ, PL, PT, RO, RU, SD, SE, SG,<br>SI, SK, SL, TJ, TM, TR, TT, UA, UG, UZ, VN, YU, ZW,<br>ARIPO patent (GH, GM, KE, LS, MW, SD, SL, SZ, UG,<br>ZW), Eurasian patent (AM, AZ, BY, KG, KZ, MD, RU, TJ,<br>TM), European patent (AT, BE, CH, CY, DE, DK, ES, FI,<br>FR, GB, GR, IE, IT, LU, MC, NL, PT, SE), OAPI patent<br>(BF, BJ, CF, CG, CI, CM, GA, GN, GW, ML, MR, NE,<br>SN, TD, TG).<br><br>Published<br>With international search report. |   |
| (54) Title: GAMING UNIT WITH AN ADDITIONAL PAYOUT INDICATOR  |  |   |   |
| (57) Abstract<br><p>Gaming devices comprising a standard gaming unit (100), e.g., three reels (10), and a discernible additional payout indicator (40), e.g., a rotatable wheel. A preferred bonus payout indicator (150) is clearly visible by the player and is actuatable when the reels (10) of the slot machine stop on certain predetermined indicia. A preferred embodiment further comprises a payout multiplier (270) which displays a plurality of values by which a payout may be multiplied.</p> |  |   |   |
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**Description**

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## GAMING UNIT WITH AN ADDITIONAL PAYOUT INDICATOR

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The present invention is directed to novel gaming devices and, more particularly, to gaming devices comprising at least primary and secondary events capable of providing at least one of a plurality of payouts.

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RELATED APPLICATION DATA

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This application is a continuation-in-part of copending U.S. Patent Application Serial No. 08/907,764 filed on August 8, 1997, now abandoned which is a continuation-in-part of U.S. Patent Application Serial No. 08/311,783 filed on September 23, 1994, now abandoned.

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BACKGROUND OF THE INVENTION

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Games of chance have been enjoyed by people for years and have enjoyed widespread popularity in recent times. Many people enjoy playing a wide variety of games that they have not played before. Playing new games adds to the excitement of this recreational activity particularly when some form of "gaming" is involved. As used herein, the term "gaming" and "gaming devices" are used to indicate that some form of wagering is involved, and that players must make wagers of value, whether actual currency or some equivalent of value, e.g., token or credit.

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One popular game of chance that has long been enjoyed by many players is the slot machine. Conventionally, a slot machine is configured for a player to input something of value, e.g., a

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5 standard domination of currency or house token or other  
representation of currency or credit, and then to permit the player  
to activate the device which causes a plurality of reels to spin  
10 and ultimately stop to display a random combination of some form  
of indicia, for example, numbers or symbols. If this display  
contains one of a preselected plurality of winning combinations,  
15 the machine releases money into a payout chute or onto a credit  
meter for the player. For example, if a player initially wagered  
two coins of a national currency and that player won a high payout,  
20 that player may receive fifty coins of the same denomination in  
return.

25  
Since it is desirable to offer players games which they  
have not played before, it would be desirable to provide a player  
30 with new games and additional opportunities to receive winning  
payouts.

35 Those familiar with games involving winning payouts, such  
as the popular television game show entitled "WHEEL OF FORTUNE"  
will realize that as players and observers watch a large wheel spin  
40 and gradually come to rest, the players experience a heightened  
feeling of anticipation and excitement as the wheel is slowing down  
to indicate a possible prize.  
45

It would therefore also be desirable to provide a payout  
50 indicator which is discernible by a player and/or other observers.

5                    SUMMARY OF THE INVENTION

10                   Various embodiments of the present invention comprise  
methods of playing games, gaming devices and table games utilizing  
a primary game, e.g., rotatable reels, and at least one discernible  
15                   indicia of a secondary game, preferably comprising a payout  
indicator. The secondary game is separate from the primary game  
either physically or temporally.

20                   According to the most preferred embodiments, a bonus  
payout indicator is clearly visible to a player and is operable  
when primary reels of a primary game slot machine stop on certain  
25                   predetermined indicia. According to one preferred embodiment of  
the present invention, a secondary payout indicator is in the form  
of a rotatable bonus wheel which can be caused to spin  
30                   automatically or in response to some action by a player, e.g., the  
player pushing a button, when the primary game indicates one of a  
predetermined plurality of indicia. The wheel is caused to  
35                   gradually reduce speed and when the wheel stops, a pointer  
indicates the payout to be awarded to the player.

40                   Another preferred embodiment of the present invention  
further comprises a discernible multiplier which provides the  
45                   ability to change either the payout from the primary gaming unit  
or the secondary payout indicator, or both. As described in more  
detail below, it is within the scope of the present invention to  
50                   provide a payout from the primary gaming unit, a payout indicated

5 by the secondary indicator only, a payout from the primary gaming  
unit or the secondary indicator as changed by the multiplier, or  
a separate, plurality of payouts from the primary gaming unit and  
10 the secondary indicator either with or without modification by a  
multiplier.

15 According to one preferred embodiment of the present  
invention, the mechanical bonus payout indicator is electronically  
operated and is linked to a random number generator which  
20 determines where the secondary indicator actually stops.

25 According to another preferred embodiment of the present  
invention, when the primary unit stop on one of a predetermined  
plurality of winning indicia sets, a second event actuator is  
placed in an active state. According to this embodiment, a person,  
30 such as the player, must actuate the actuator in order to operate  
the bonus indicator.

35 According to another embodiment of the present invention,  
the bonus actuator requires operator intervention so that a player  
40 must involve a casino attendant who can activate the bonus  
indicator.

45 According to another preferred embodiment of the present  
invention, the bonus indicator is connected to a drive mechanism  
50



5 which gradually reduces the rate of spin of the bonus wheel before  
the bonus wheel stops.

10 Still other embodiments of the present invention comprise  
gaming devices having electronic means for displaying indicia of  
rotatable reels such as a video screen and/or means for displaying  
15 indicia of a secondary payout indicator, such as a video screen.  
The present invention also comprises methods for playing a game of  
chance. One preferred method comprises the steps of displaying a  
20 first randomly selected combination of indicia, said displayed  
indicia selected from the group consisting of slot reels, indicia  
of at least one reel, indicia of at least one playing card, and  
25 combinations thereof; generating at least one signal corresponding  
to at least one select display of first indicia; providing at least  
one discernible indicia of a mechanical bonus indicator, said bonus  
30 indicator indicia indicating at least one of a plurality of  
possible payouts, wherein said bonus indicator indicia providing  
35 means is operatively connected to said first, standard gaming unit  
and actuatable in response to said signal. According to one  
preferred embodiment, the discernible indicia of a mechanical bonus  
40 indicator gradually reduces the rate of movement of the mechanical  
bonus indicator for some period of time prior to actually providing  
the discernible indicia of a payout. According to another  
45 embodiment, a multiplier is provided to multiply at least one  
payout by a multiple which is most preferably indicated to a  
50 player. The multiple can preferably sequentially change as

5 discernible indicia change. For example, a plurality of multiples  
can be synchronized with a plurality of discernible indicia on the  
mechanical bonus indicator such that the multiple changes as the  
10 payout indicated changes.

15 Further embodiments of the present invention comprise a  
method of conducting a game of chance comprising the steps of  
providing a player with an opportunity to place a wager; displaying  
a randomly selected combination of indicia, said displayed indicia  
20 selected from the group consisting of reels, indicia of at least  
one and preferably a plurality of reels, indicia of at least one  
and preferably a plurality of playing cards, and combination  
thereof; generating at least one signal corresponding to at least  
25 one select display of said indicia; providing at least one  
discernible indicia of a mechanical bonus indicator, said bonus  
indicator indicia indicating at least one of a plurality of  
possible bonuses, wherein said bonus indicator indicia is in the  
30 form of a wheel or reel and is actuatable in response to said  
signal.

40 Other embodiments provide methods and gaming devices  
wherein a secondary gaming unit comprises indicia of a TIC-TAC-TOE-  
type game. According to this embodiment, a player receives awards  
45 based upon the outcome of a randomly determined TIC-TAC-TOE-type  
game.

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BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a perspective view one of a gaming device of one embodiment of the present invention.

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FIG. 2 is another embodiment of a gaming device of the present invention.

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FIG. 3 illustrates an alternative embodiment of the present invention.

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FIG. 4 is an alternative embodiment of the present invention in the form of a table game.

FIG. 5 illustrates a reel screen for a primary game of an alternative embodiment of the present invention.

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FIG. 6 illustrates a payout table for a TIC-TAC-TOE-type game of the embodiment illustrated in FIG. 5.

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FIG. 7 illustrates a display of secondary gaming unit of the embodiment illustrated in FIGS. 5 and 6.

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FIG. 8 is an expanded view of the payout schedule and a display window of a TIC-TAC-TOE-type embodiment of the present invention.

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DETAILED DESCRIPTION

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The various embodiments of the present invention are designed to provide added excitement to a board/table game or gaming device in order to increase the enjoyment of players and to serve as an added attraction to potential players. On preferred embodiment of the present invention, illustrated in FIG. 1, comprises a primary gaming unit which comprises three rotatable

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5 reels 10, each of which comprise a plurality of indicia on the  
periphery thereof. The illustrated gaming device comprises a  
mechanical lever 12, coin slot 14, currency validator 16 and a  
10 credit card validator 18. In a manner which will be recognized by  
those skilled in the art, each reel 10 is designed to rotate and  
then stop in order to visually display at least one, and preferably  
15 a number of indicia. If the collection of indicia displayed by the  
three reels is one of a predetermined plurality of winning indicia  
sets, then the player can typically be provided with a winning  
20 payout either through coin chute 20 which deposits winnings into  
a coin through 30 or by increasing the player's credits in a credit  
25 window 40.

According to one aspect of the present invention, when  
30 the reels 10 display at least one of a plurality of predetermined  
winning indicia or indicia sets then the player is provided with  
an opportunity for a secondary payout. According to this  
35 illustrated embodiment of the present invention, a bonus actuator  
button 50 is placed in an operative state when reels 10 display a  
bonus indicia set. A player must then depress bonus actuator 50  
40 in order to start bonus indicator 70 spinning. In the illustrated  
embodiment, bonus indicator 70 is in the form of a rotatable wheel.  
The wheel may be a carnival-type wheel comprising pegs and a  
45 clapper or could take one or more other forms, such as a fanciful  
wheel typically used in a roulette game as shown in the embodiment  
50 of FIG. 2. If a preferred motor driven wheel is utilized, it is

5 preferably linked to some random value ~~generator~~ in order to  
randomly determine where the wheel will actually stop. In order  
to enhance the playing experience, sound effects corresponding to  
10 a clapper slapping against pegs of a carnival wheel are preferably  
provided as the wheel passes from one segment to another. The  
bonus indicator 70 is also preferably controlled so that the rate  
15 of spin is reduced, most preferably gradually reduced, prior to  
stopping in order to simulate a mechanical spinning wheel.

20 The facing surface of bonus indicator 70 of FIG. 1  
comprises four distinct areas bearing indicia of the bonus payout  
to the player. In the illustrated embodiment, the bonus indicator  
25 has areas indicating bonuses of \$25.00, \$50.00, \$100.00, and  
\$2,000.00. When bonus indicator 70 stops, an indicator (not shown)  
will indicate the area on the bonus wheel corresponding to the  
30 amounts of the bonus to be provided to the player.

35 In a manner which will be appreciated by those skilled  
in the art, bonus indicator 70 can be operatively linked to a  
"payout" mechanism which provides a bonus payout to a player  
40 through currency chute 20 or by increasing the amount of winnings  
shown in credit window 40. As stated above, the payout of the  
bonus indicator can be in addition to a standard payout by the  
45 primary gaming unit or can be in place of the payout normally  
associated with the primary gaming unit.

5           Those familiar with gaming ~~art~~ game shows, will  
appreciate that players and observers typically experience a  
heightened level of anticipation and excitement as they observe one  
10 or more moving objects approaching a winning position. It is  
therefore most preferred for the bonus indicator of the present  
invention to be readily discernible, e.g., clearly visible and/or  
15 audible to the player.

20           According to another preferred embodiment of the present  
invention, a bonus indicator is connected to a electronic control  
unit, for example a motor, which gradually decreases the rate of  
25 movement of the bonus indicator before the bonus indicator stops.  
According to this embodiment of the present invention, players can  
be provided with a realistic sense of a totally mechanical  
indicator. Those skilled in the art will appreciate that such a  
control unit can also readily be connected to a random generator  
which will randomly select the winning payout according to a  
35 predetermined frequency of occurrence for each individual bonus  
payout, and then cause the bonus indicator to stop at the desired  
area. Those skilled in the art will also appreciate that other  
40 mechanisms can be utilized for gradually decreasing the rate of  
movement of the secondary payout indicator, e.g., a controlled  
braking system.  
45

50           According to another embodiment of the present invention,  
when reels 10 display an indicia set which will provide a bonus,

5 the bonus indicator become activatable but requires intervention  
by a house attendant, such as a casino attendant, in order to  
actuate the bonus indicator. According to this embodiment of the  
10 present invention, the casino is provided with greater control over  
the actuation of the bonus indicator, and if desired, can accompany  
the actuation of the bonus indicator with great fanfare. It will  
15 be appreciated that the amounts of the bonus indicated in the  
figures are merely for purposes of illustration and, if desired,  
one of the amounts on the bonus indicator can have a significantly  
20 greater value. For example, one of the areas on the bonus  
indicator may correspond to a new automobile, a luxury vacation or  
a very large sum of money.  
25

While the illustrated embodiment of the present invention  
30 in FIG. 1 is generally in the form of a rotatable wheel, other  
visible, mechanical indicia can be provided, whether controlled  
totally mechanically, electro-mechanically, or electronically  
35 without departing from the scope of the present invention.

As shown in FIG. 1, in order to provide additional levels  
40 of excitement, indicia of the possible bonuses are preferably  
visibly displayed within the slot machine. For example, in one  
illustrated embodiment, a shelf is preferably displayed comprising  
45 piles of currency equal to the amounts on the bonus indicator.  
While the actual cash is preferred, the slot machine may also be  
50

5 provided with fake currency or simply indicia of actual currency  
or the other bonus prizes.

10 A preferred embodiment of the present invention is  
illustrated in FIG. 2 wherein a gaming device 100 comprises a  
primary gaming unit in the form a standard three-reel slot machine  
15 which displays reels 110. Suitable controls and currency  
mechanisms including a coin slot 114, bill validator 118, payout  
shoot 120 are provided. Furthermore, suitable player controls  
20 including CHANGE button 132, CASH/CREDIT button 134, BET ONE button  
136, SPIN button 138 and BET MAX button 130 are also provided.

25 In addition to these standard controls the control panel  
of this preferred illustrated embodiment of the present invention  
comprises a SPIN THE WHEEL button 140 which becomes actuatable when  
30 the primary gaming unit, as indicated by reels 110, has randomly  
selected one of a plurality of predetermined indicia sets. While  
35 the primary gaming unit shown in the lower portion of the cabinet  
of gaming device 100 will typically have the ability to provide a  
plurality of winning payouts, the SPIN THE WHEEL button 140 can  
40 become actuatable when the stopped reels 110 indicate some subset  
of the primary unit's winning indicia, when any one of the winning  
reel indicia are displayed, or further in response to one or more  
45 other predetermined indicia, or a combination thereof. For  
example, the SPIN THE WHEEL feature, or some other secondary game,



5 can be actuated or become activatable in response to a single  
indicia indicated on one of the reels or reel indicia.

10 When the SPIN THE WHEEL button 140 is actuated by a  
player, bonus wheel 150 is caused to rotate and randomly select and  
display one of a plurality of different areas. According to the  
15 preferred illustrated embodiment, all of the bonus areas indicate  
an increased winning value for the player. However, it is within  
the scope of the present invention to provide non-monetary prizes  
20 or losing spaces wherein no additional prize is provided and/or  
wherein the prize normally associated with the indicia shown on the  
primary gaming unit reels 110 is reduced. In the illustrated  
25 embodiment, a pointer 160 advantageously indicates the result of  
the bonus indicator 150.

30 In addition to the bonus wheel 150, this preferred  
illustrated embodiment of the present invention also comprises a  
35 bonus multiplier 170. The multiplier 170 preferably randomly  
selects a value by which the bonus indicated by bonus wheel 150 is  
multiplied. For example, the bonus indicator 170 can have an LED  
40 screen which cycles through multipliers of "times one", "times two"  
and "times three" which will indicate that the bonus is as  
indicated, doubled, or tripled, respectively. The multiplier 170  
45 can be programmed to select a multiplier either totally randomly  
or according to some other predetermined frequency of occurrence  
50 wherein certain multipliers will occur more frequently than other

5 multipliers. While this illustrated embodiment comprises whole  
number multipliers, it is also within the scope of the present  
invention to utilize values other than whole numbers or to include  
10 multipliers which will result in a decrease in the value shown by  
the bonus indicator 150. For example, a multiplier sequence could  
include a "times zero" value. When bonus wheel indicator 150 is  
15 not in use, the multiplier LED window can be set to an attract mode  
shown wherein a message is displayed to players or potential  
players. For example, the LED display could show a message, either  
20 in complete form or can be set to sequentially display either words  
or individual letters, such as "S P I N - T H E - W H E E L".

25  
According to the various embodiments of the present  
invention, the bonus multiplier or additional payout multiplier is  
30 most preferably synchronized with the movement of the rotatable  
wheel or indicia of a rotatable reel, such that the multiplier  
value will change as each wheel segment passes the indicator. The  
35 most preferred embodiments of the present invention additionally  
comprise audible signals, such as the clicking of a clapper of the  
type found on actual spinning wheel comprising a clapper indicator  
40 and pegs which strike the clapper. The audible signals are  
preferably also synchronized with the segments of the wheel such  
that an audible signal is provided as the wheel moves from one  
45 segment to another. This advantageously provides the effect of a  
mechanical wheel comprising pegs moving past a mechanical clapper.

5                   FIG. 3 illustrates a less preferred embodiment of the  
present invention wherein a gaming device 200 comprising similar  
controls as the controls illustrated in the embodiment of FIG. 3.  
10       In this illustrated embodiment, and wherein a bonus indicator 250  
is in the form of an electronically generated image, such as a  
video screen or an LED display and provides discernible indicia,  
15       e.g., a visual video display, of a bonus wheel. For example, the  
video display can show a wheel of the type used in a roulette game  
such as the wheel 150 illustrated in FIG. 2.  
20

      The slot machine shown in FIG. 3 comprises a video  
25       display 210, such as a video screen, which displays three reels  
110, each of which comprise a plurality of indicia. In addition,  
this slot machine comprises a video display 250, such as a second  
30       video screen, for displaying a bonus payout indicator. While  
separate screens are preferred, both the reels and the bonus payout  
indicator could be displayed on the same video screen. According  
35       to this embodiment of the present invention, the bonus payout  
indicator displays indicia of a wheel or a reel.

40               In a manner known in the art, the gaming device comprises  
a coin slot 214, a currency validator 218, and a coin chute 220.  
45       After placing a wager, a player determines the amount of his wager  
by either pressing the BET ONE button 236 or the BET MAX button  
230. After the player has selected the amount of his wager, he  
50

5 depresses the SPIN button 238 which "spins" the reels shown in video display window 210.

10 Each indicia of a displayed reel 210 is designed to indicate rotation and then stop in order to visually display at least one, and preferably a number of indicia. When reels 210  
15 display a particular indicia set or one of a predetermined plurality of indicia sets, then the additional payout mode is activated and video display 250 displaying payout indicator is  
20 placed in an operable state. In this illustrated embodiment, the displayed payout indicator 250 displays an indicia of a rotating wheel comprising a plurality of distinct areas bearing indicia of  
25 payouts to the player. Payout indicator 250, is caused to selectively indicate one of the plurality of indicia, either automatically, upon intervention of a casino or house attendant,  
30 or upon a player depressing SPIN THE WHEEL button 240 in order to start indicator 250 spinning. It will be appreciated that the amounts of the payout indicated in FIG. 2 are merely for purposes  
35 of illustration and, if desired, one of the amounts on the bonus indicator can have a greater value, e.g., a new automobile, a  
40 luxury vacation or large sum of money which may be collected subsequently, or lesser values, e.g., no payout.

45 The displayed reels 210 and displayed bonus indicator 250 can be operably controlled by suitable controls to gradually slow

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5 down as they come to a complete stop, displaying a selected reel indicia and a bonus indicia, respectively.

10 The embodiment of the present invention illustrated in FIG. 2 is considered most preferable since it is believed that  
15 players prefer to see actual slot reels and an actual bonus wheel spinning in a gaming device. Other, less preferred embodiments are also possible while providing some of the advantages of the present  
20 invention. Specifically, it is feasible to replace the spinning reels with other forms of standard gaming units, for example, a visible indicia of reels or indicia of playing cards, shown for  
25 example on a video screen. It is also possible to replace the wheel with some other discernible indicia of a mechanical bonus indicator which is operatively connected to the first standard  
30 gaming unit and which either automatically commences or is actuatable in response to the result provided by the standard gaming unit. According to the present invention, both of the  
35 standard gaming unit and bonus indicator are controlled to provide random results.

40 From the foregoing description, it will be appreciated that embodiments of the present invention, which are specifically  
45 directed to gaming and gaming devices, comprise three different indicators. The most preferred embodiments comprise a primary (standard) gaming unit, an additional payout indicator, preferably  
50 in the form of a wheel, and a payout multiplier. While the

5 illustrated payout multiplier of the illustrated embodiments is in  
the form of an electronically selected value, it is also within the  
scope of the present invention to have a multiplier which involves  
10 some skill on the part of a player. For example, according to an  
additional preferred embodiment of the present invention, a player  
will shoot actual projectiles, such as coins, at one or more  
15 targets in an effort to increase the value of the multiplier. In  
any of the embodiments of the present invention utilizing a  
multiplier, the multiplier can affect the value of payout from the  
20 standard gaming unit, the additional payout indicator, or both the  
standard gaming unit and the payout indicator.

25 As stated above, the present invention also includes  
methods of conducting a wagering game of chance comprising the  
steps of providing a player with an opportunity to place a wager;  
30 displaying a randomly selected combination of indicia, said  
displayed indicia selected from the group consisting of reels,  
35 indicia of reels, indicia of playing cards, and combination  
thereof; generating at least one signal corresponding to at least  
one select display of said indicia; providing at least one  
40 discernible indicia of a mechanical bonus indicator, said bonus  
indicator indicia indicating at least one of a plurality of  
possible bonuses, wherein said bonus indicator indicia is in the  
45 form of a wheel or reel and is actuatable in response to said  
signal. A further preferred method comprises the step of  
50 displaying at least one value by which a payout may be multiplied.

5           Another method of the present invention comprises the  
steps of requiring at least one player to make a wager; displaying  
at least one randomly selected playing card from a predetermined  
10   card indicia set; displaying and rotating a rotatable wheel  
comprising a plurality of indicia corresponding to a plurality of  
prizes if said displayed playing card indicia was one of a  
15   preselected plurality of winning card indicia; and determining a  
winning payout with said wheel, wherein said winning payout is  
randomly selected.  
20

          Another embodiment of the present invention in the form  
25   of a table game is illustrated in FIG. 4 wherein a chip rack 310,  
card shoe 320, discard shoe 330, wager slot 340, betting areas 350,  
and secondary event wheel 360 are provided. According to this  
30   embodiment of the present invention after one or more players have  
placed wagers in wagering areas 350, a dealer will provide cards  
to the wagering players in areas 355 and then provide cards to  
35   himself in card area 370. After the cards have been dealt, the  
initial bets can be resolved by comparing the players' cards to the  
dealer's cards. While the illustrated game is shown as five card  
40   stud poker, other games and arrangements can also be utilized  
without departing from the scope of the present invention. For  
example, a player's cards can be compared to other player's cards  
45   or a predetermined payout schedule, or other card games can be  
utilized including seven card draw, five card draw poker, black  
50   jack, etc.

5           Upon the happening of a predetermined occurrence, such  
as the receipt of one of a preselected plurality of card hands, one  
or more of the players can be given the opportunity to spin the  
10       payout indicator 360, which is most preferably electronically  
operated by an actuation switch. The actuation switch can be  
within reach of the players for added excitement or can be actuated  
15       by the dealer. Alternatively, actuation by a player's actuator  
switch can require prior actuation of a dealer switch which will  
then render the player's switch operable. If less than all of the  
20       players are going to benefit from the results of payout indicator  
360, additional indicators can be positioned proximate the players  
in order to indicate which players are involved in the spin of  
25       payout indicator 360. In a manner similar to that shown in FIG.  
2, a payout multiplier 380 is also provided. Sound effects as  
30       referenced above and means for gradually decreasing the rate of  
movement of the payout indicator 360 are also preferably provided.

35           In addition to the primary gaming unit or primary game,  
the secondary event, and the multiplier, another preferred aspect  
of the present invention which can be utilized with all previously  
40       described embodiments comprises a DOUBLE-OR-NOTHING feature wherein  
winning players may wager their winnings in a double-or-nothing  
fashion. According to this feature of the present invention, a  
45       player may be provided with the opportunity to bet on red or black  
after he has won a game. For this purpose, the rotatable wheels  
50       of the present invention are preferably provided with alternating



5 red and black pie-shaped segments. According to this feature, a  
player can be provided with the opportunity of betting on red or  
black with the opportunity of doubling his winnings if he makes a  
10 correct selection. After the player makes his selection, the wheel  
would be rotated to determine whether the player has successfully  
doubled his winnings or has lost those winnings. A player may be  
15 provided with the opportunity of utilizing the double or nothing  
feature several times and/or up to a certain maximum to be  
determined by the game operator.  
20

According to another embodiment of the present invention,  
25 the secondary gaming unit is generally in the form of a TIC-TAC-  
TOE-type game. This embodiment is illustrated, in part, in FIGS.  
5-8 which comprises a primary gaming unit in the form of a three  
30 reel slot machine. While the primary gaming unit of this  
embodiment is a three reel slot machine, other forms of primary  
gaming units can be utilized without departing from the scope of  
35 the present invention.

According to this illustrated embodiment, the primary  
40 game has multiple pay lines. If a player deposits a single coin,  
he will qualify for winning combinations only if they all appear  
on the center pay line. If the player deposits two coins, then the  
45 player will qualify for both the center payline and the payline  
above the center payline. Other paylines are obtained with coins  
50 3-5 which correspond to a lower payline, first diagonal payline,

5 and a second diagonal payline, respectively, all of which are illustrated in FIG. 5.

10 According to this embodiment of the present invention, a player can qualify for playing the secondary TIC-TAC-TOE-type game, hereinafter referred to as TIC-TAC DISCO, if the player  
15 obtains at least one predetermined event on the primary gaming unit. That predetermined event can obtain a special TIC-TAC-DISCO symbol which can be present on one of the reel strips (not shown)  
20 or can comprise any one of a plurality of possible pre-determined outcomes which qualify and activate the secondary TIC-TAC DISCO game.  
25

FIG. 6 illustrates one form of payout schedule for the  
30 primary gaming unit of this embodiment of the present invention, however, from the present description those skilled in the art will appreciate that other payout schedules can be utilized without  
35 departing from the scope of the present invention.

40 Playing the secondary event can also be dependent upon the player wagering the maximum number of coins, for example, in the illustrated embodiment five coins.

45 When the player qualifies for activating the secondary TIC-TAC-DISCO game, a screen 300 and/or a TIC-TAC-TOE-type display  
50 350 will randomly and alternately select X's and O's for the TIC-

5 TAC-TOE-type display 350. For example, display 300 can indicate  
that for box no. 1 on display 350 an X had been selected, while on  
box no. 2 an O had been selected, etc. for all nine boxes.  
10 Alternatively, the X's and O's indicated on TIC-TAC-TOE-type  
display 350 can be illuminated to reveal whether a given box has  
been designated as an X or an O. The determination of whether a  
15 particular box is designated as an X or an O can be determined  
separately from other boxes or the result of the game can be  
determined randomly and then a pre-determined sequence of X's and  
20 O's which indicate that randomly selected final outcome can be  
implemented for entertainment purposes. In addition to the display  
screen 300 and the X's and O's for each box in TIC-TAC-TOE-type  
25 display 300, the backgrounds of the boxes of the TIC-TAC-TOE-type  
display 350 can be either darkened or illuminated in a different  
form in order to indicate the designation accorded to that  
30 particular box. As indicated in FIG. 7, each of the boxes in the  
TIC-TAC-TOE-type display 350 are provided with numbers. In this  
35 illustrated embodiment, these numbers indicate the amount of a  
player's award if the player obtains a "TIC-TAC-TOE", i.e. three  
in a row display of X's and O's. For example, with reference to  
40 FIG. 7, if a player obtains three O's along the top boxes, then the  
player would receive a payout equal to 58 coins (58 being the sum  
of 10+40+8).

Alternatively, according to this embodiment of the  
50 present invention, the player can decide whether he wishes to be

5 X's or O's, and then the player receives an award equal to the sum  
of the boxes which receive X's and O's, regardless of whether the  
player attains three of the same symbols in a row.

10  
15 Furthermore, according to another preferred aspect of the  
present invention, best illustrated in FIG. 8, in addition to  
obtaining an award for the amount shown in the boxes, if a player  
achieves three symbols in a row, the player is provided with a  
20 bonus payout depending upon the number of squares which were  
illuminated when the player obtained three symbols in a row. As  
indicated, if only three squares were illuminated, the player would  
25 receive a bonus payout of 500 coins, wherein if 4 squares were  
illuminated then the bonus would be 100 coins, 5 squares providing  
75 coins, 6 squares providing 50 coins, 7 squares providing 25  
30 coins, 8 squares providing 20 coins, and 9 squares providing 15  
coins. Still furthermore, if the player did not attain three in  
a row, he could be provided with a consolation price of 50 coins.

35  
40 In addition to the activation of the TIC-TAC-TOE-type  
game, the playing of the secondary gaming unit is accompanied by  
the broadcasting of music from the gaming device in order to add  
to the excitement and entertainment of the overall experience.

)

**Claims**

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## WHAT IS CLAIMED IS:

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1. A method of conducting a game of chance comprising the steps of:

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providing a player with an opportunity to place a wager to activate a primary gaming unit;

said primary gaming unit displaying a randomly selected primary display to a player, said display comprising at least one indicia from a plurality of possible indicia;

20

providing a secondary gaming unit comprising indicia of a TIC-TAC-TOE game; and

25

displaying randomly selected indicia of a TIC-TAC-TOE game with said secondary gaming unit if said primary display comprised a predetermined display.

30

35

2. A method of conducting a game of chance according to claim 1 further comprising providing said player with one of a plurality of prizes depending upon the outcome of said secondary gaming unit.

40

45

3. A method of conducting a game of chance according to claim 1 wherein said primary gaming unit comprises a plurality of reels.

50

55

5                   4.   A method of conducting a game of chance according  
to claim 3 wherein said indicia which determines whether said  
player can play said secondary gaming unit is only on one of said  
10                   reels.

15                   5.   A method of conducting a game of chance according  
to claim 4 wherein said secondary gaming unit display comprises a  
three-by-three matrix display.

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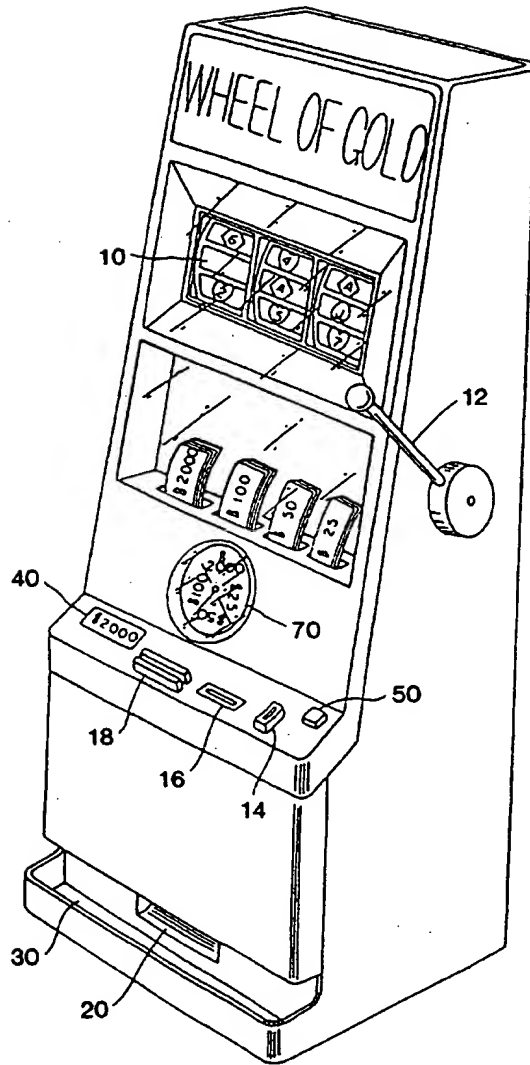


FIG. 1

SUBSTITUTE SHEET (RULE 26)



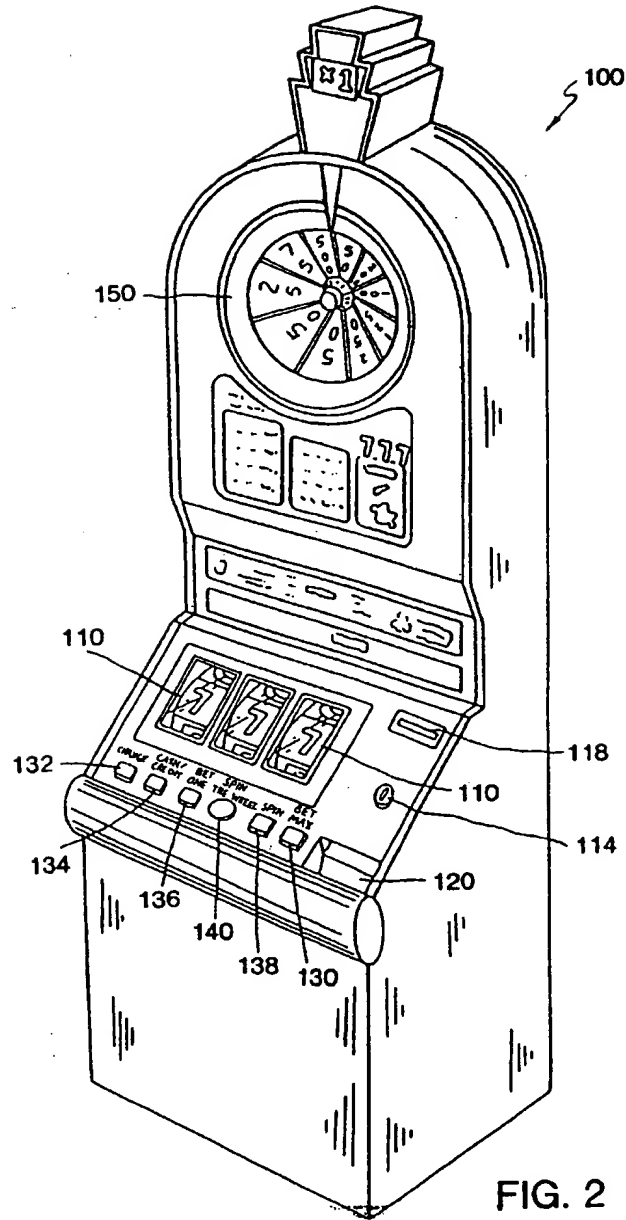


FIG. 2

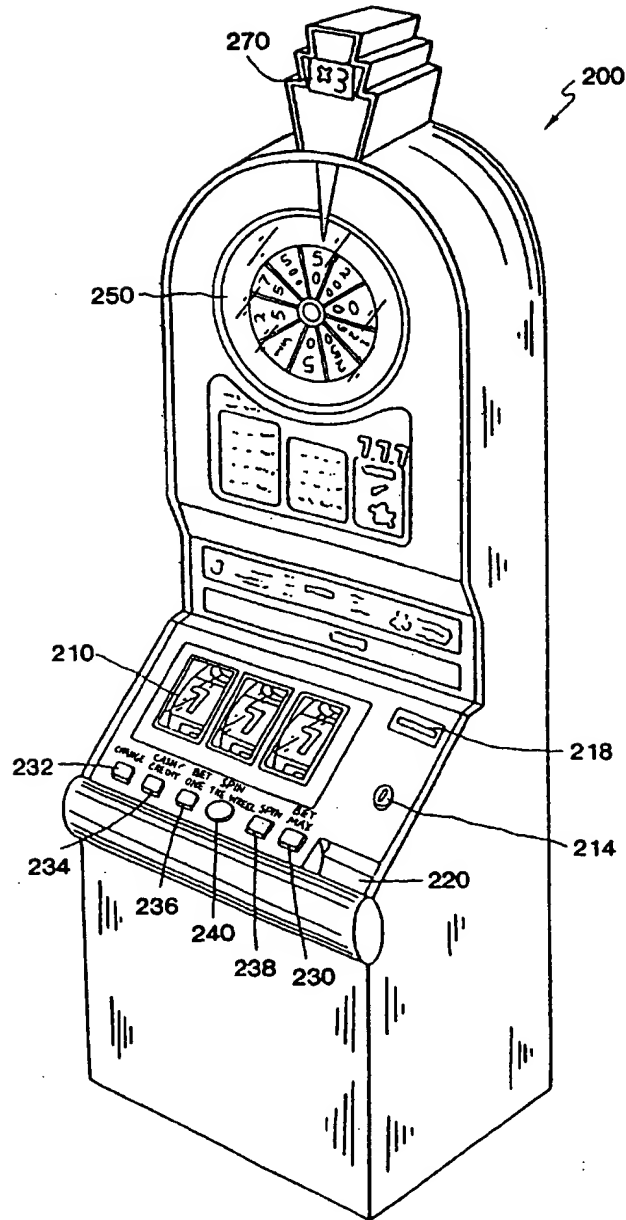


FIG. 3

SUBSTITUTE SHEET (RULE 26)

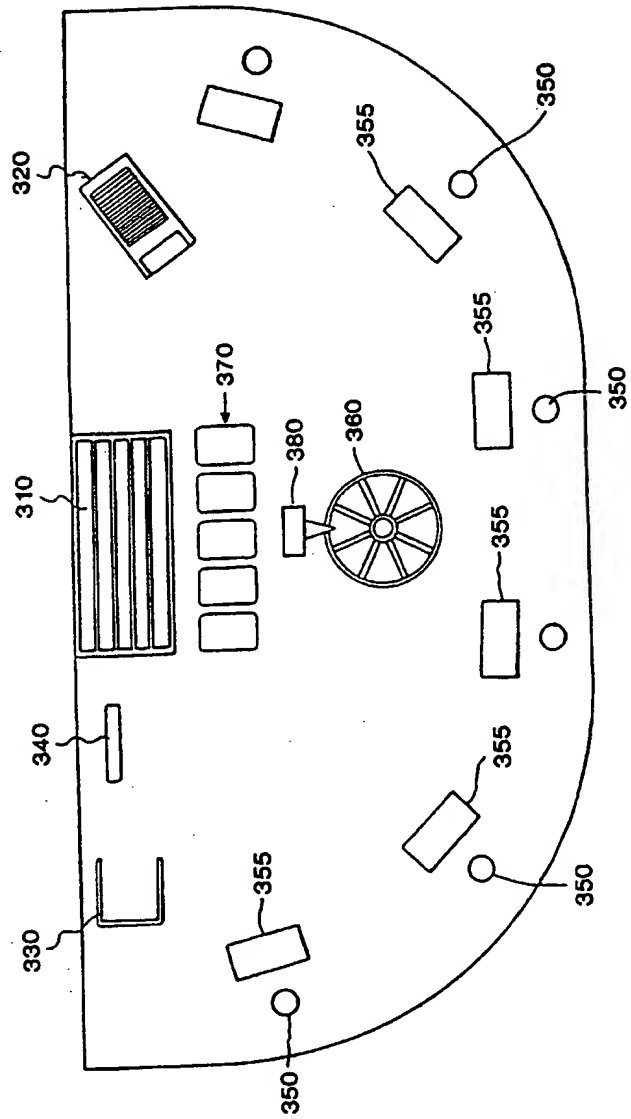


FIG. 4

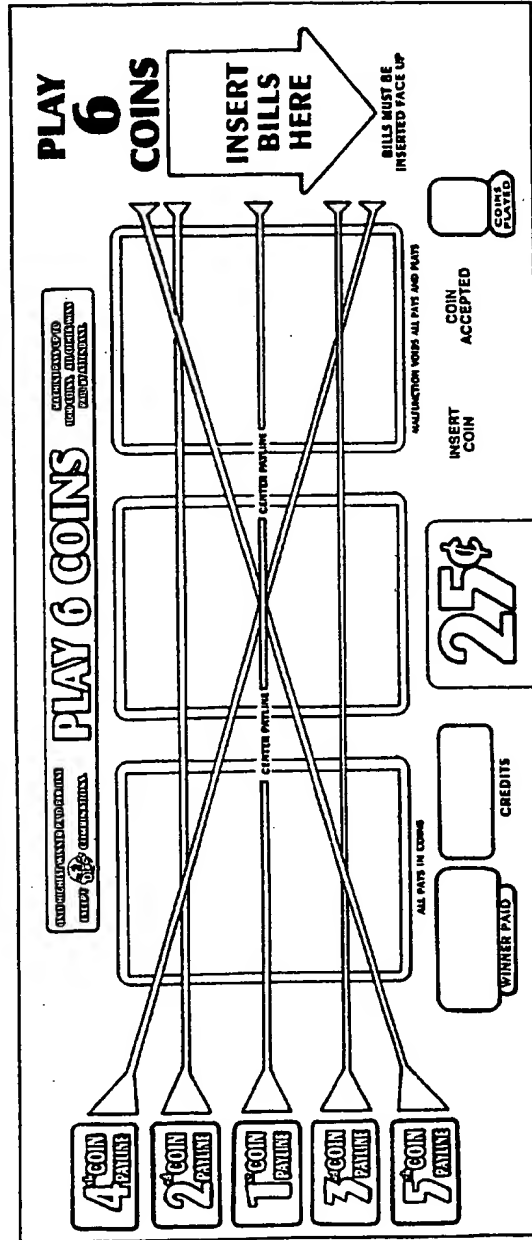


FIG. 5



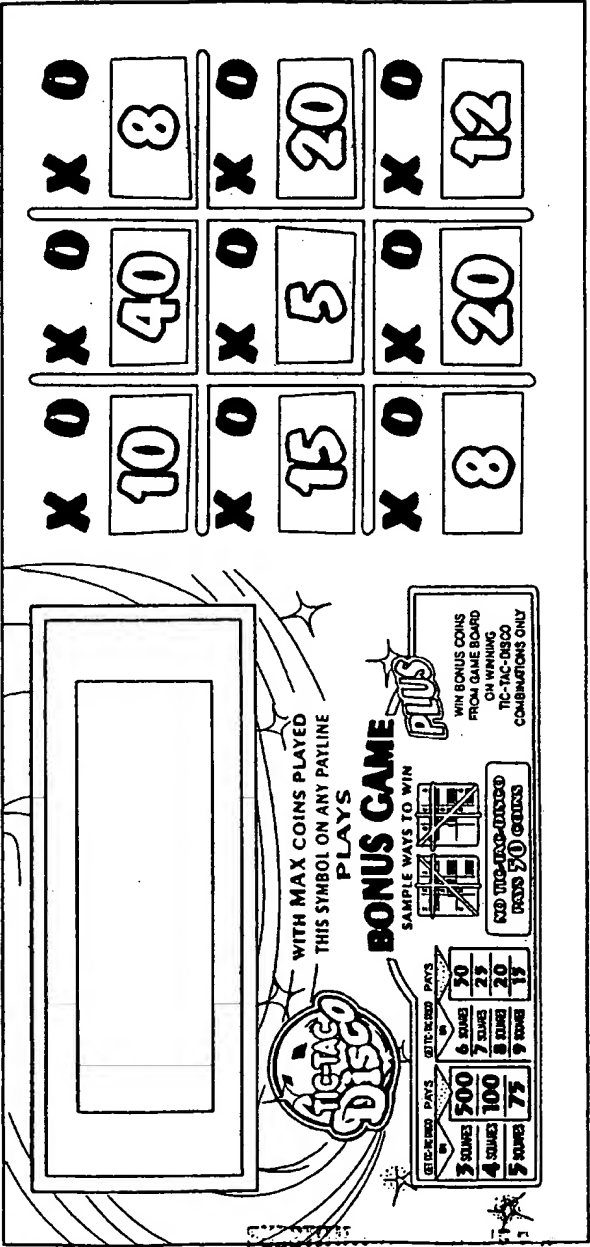


FIG. 7

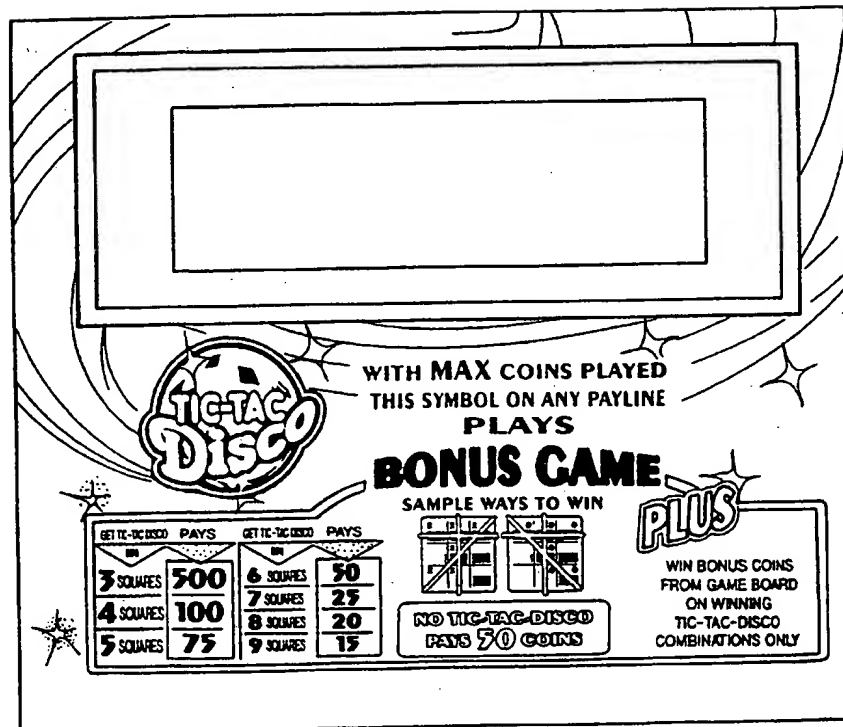


FIG. 8

## INTERNATIONAL SEARCH REPORT

International application No.  
PCT/US99/21296

## A. CLASSIFICATION OF SUBJECT MATTER

IPC(6) : G07F 17/34; A63F 9/24

US CL : 273/143R, 138A

According to International Patent Classification (IPC) or to both national classification and IPC

## B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

U.S. : 273/143R, 138A, 138.1, 138.2, 138R; 463/20

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)

## C. DOCUMENTS CONSIDERED TO BE RELEVANT

| Category* | Citation of document, with indication, where appropriate, of the relevant passages | Relevant to claim No. |
|-----------|--|-----------------------|
| Y         | GB 2,072,395 A (KENNEDY) 30 September 1981, see entire reference.                  | 1-3                   |
| A         | GB 2,242,300 A (FARRELL et al.) 25 September 1991.                                 |                       |
| A         | GB 2,182,186 A (THOMAS) 07 May 1987.   |                       |

☐ Further documents are listed in the continuation of Box C.☐ See patent family annex.

## \* Special categories of cited documents:

- \*A\* document defining the general state of the art which is not considered to be of particular relevance
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\*T\*

later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention

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document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art

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documents member of the same patent family

Date of the actual completion of the international search

29 OCTOBER 1999

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